RONIN'S
Tale
Kunjee
Studio

SAFETY PRECAUTIONS

1. Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.

2. DO avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.

3. Never attempt to disassemble your GAME PAK.

4. The use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.

5. For best results, play the game a distance away from your television set.

6. To extend the performance of your GAME PAK, it is recommended yo pause for 10-20 minutes after 2 or more hours of continouse gameplay.

GEARING UP

1. Make sure the power switch is OFF.

2. Insert the Roniu's Tale GAME PAK into your Nintendo Entertainment System console.

3. Turn the power Switch ON.

4. To Start: Push the START BUTTON on Player 1's controller.

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BASICS

CONTROLS:

D-pad left, right - walk one step.
- Hold to walk continuously.

B - alternates between powers.

A - use the selected power.

Start - Pause / Start

GAMEPLAY

Roniu's Tale is a NES puzzle game. Dissatisfied with his life as a magician's apprentice, Roniu runs away and finds himself trapped in a magical dungeon with the ghost of a young girl, Ouisa. Roniu must unlock the power within, locate all the keys and orbs to help Ouisa escape the magic dungeon and become a hero.

HEROES

Roniu: A young magician's apprentice, who literally falls into an adventure that will transform his life forever.

Ousia: A little witch girl who fell in the dungeon a long time ago. She helps Roniu with tips.

VILLAINS

Boss 01:
A large green guloteca, he can destroy floors by stomping on the ground and conjure Batballs.

Boss 02:
Similar to Boss 01, this large orange guloteca can destroy floors and conjure fireballs.

Dark Roniu:
Roniu's shadow self. It will mimic Roniu's moves and actions.

ENEMIES

Guloteca Green:
A dungeon monster similar to a small goblin, its objective is to intercept Roniu.

Batball:
Similar to a small bat, can fly over holes.

Guloteca Red:
A dungeon monster capable of throwing deadly fireballs.

Spectrum:
Similar to a ghost, flies through the level crossing walls.

ENEMIES

Skeleton:
The animated remains of people who previously died in the dungeon.

Big Skull:
Large, indestructable but stationary skull that shoots fire balls every 2 seconds whenever Roniu is in his line of sight.

Fire Worm:
A small sand worm that sometimes appears on some earthen floors. As it inches along, it leaves a small trail of fire.

ITEMS

Create Floor:
Roniu gains the power to create floor tiles.

Ghost:
Roniu gains the power to go through walls and obstacles.

Float:
Roniu gains the power to float across empty spaces.

Fireballs:
Roniu gains the power to launch one fireball.

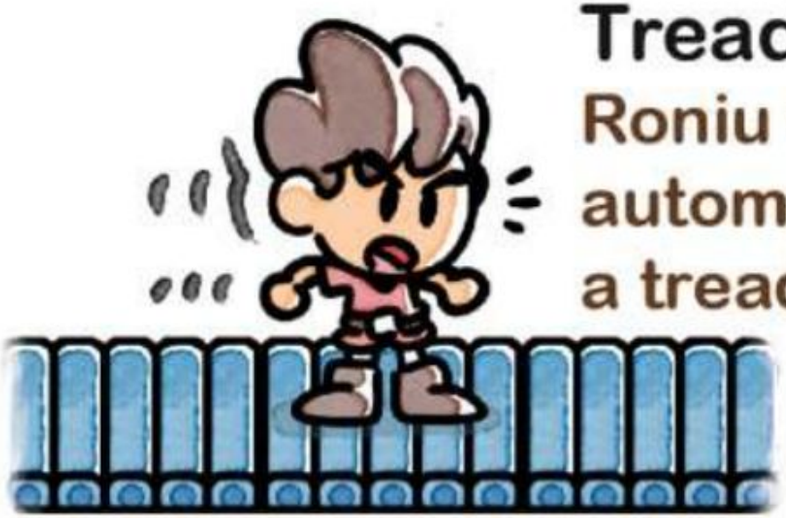
ITEMS

Key:
Roniu needs the key to open the door and move on to the next dungeon room.

ORB:

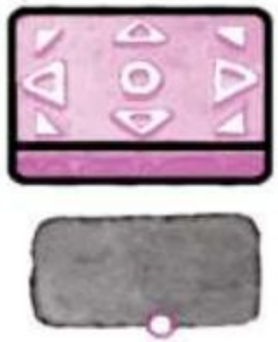
Roniu must collect all the orbs to access the last dungeon, unlocking t he ability to wish for his and Ouisa's freedom.

PLATFORMS



Treadmills:

Roniu will begin moving automatically as he steps on to a treadmill.



Moving Platform:

Roniu can control the direction the platform moves.

Teleportation:

Roniu will be teleported to the nearest teleport platform.

NOTES

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